

CLAIMS

Claims 1-8 (cancelled)

9. (currently amended) The video game apparatus of claim ~~[[1]]~~ 15, further comprising a switching system structured to allow a user to select which of the plurality of different video game systems are to be operated.

Claims 10-14 (cancelled)

15. (currently amended) A video game ~~cabinet~~ apparatus, comprising,
a housing having a support for a ~~TV/monitor~~ video monitor therein; ~~and the support~~
~~being selectively positionable to vary the orientation of the TV/monitor with respect to~~
~~the housing.~~
a control module communicating with the video monitor and comprising an arcade
control for a video game, the control module structured to be compatible for use with a
plurality of different video game systems.

Claims 16-20 (cancelled)

21. (currently amended) The ~~controller~~ apparatus according to claim ~~[[18]]~~ 26 further comprising a switch device to selectively switch between different video game systems, wherein wireless transmission associated with each prospective game system will not interfere with transmission of other game systems.

22. (currently amended) A video game control system comprising;

~~a video game having~~ at least one controller; ~~and being coupled to a source of AC power,~~
a control device interconnected to the controller ~~video game~~, by which operation of the
video game control system may be controlled to play selectively ~~of the video game~~ from at least
two different video game systems.

23. (new) The video game control system of claim 22, where the at least two different video

game systems is selected from the group consisting of: a MICROSOFT XBOX, a SONY
PLAYSTATION, a PC-based computer system, a MACINTOSH computer system, and a
combination of two or more thereof.

24. (new) The video game apparatus of claim 15, where the plurality of different game systems

is selected from the group consisting of: a MICROSOFT XBOX, a SONY
PLAYSTATION, a PC-based computer system, a MACINTOSH computer system, and a
combination of two or more thereof.

25. (new) The video game apparatus of claim 15, where the arcade control comprises at least one

element selected from the group consisting of: a button, a joy stick, and a combination of
two or more thereof.

26. (new) An apparatus, comprising:

a control module comprising an arcade control, the control module structured to be
compatible for use with a plurality of different game systems.

27. (new) The apparatus of claim 26, where the plurality of different game systems is selected from the group consisting of: a MICROSOFT XBOX, a SONY PLAYSTATION, a PC-based computer system, a MACINTOSH computer system, and a combination of two or more thereof.
28. (new) The apparatus of claim 26, where the arcade control comprises at least one element selected from the group consisting of: a button, a joy stick, and a combination of two or more thereof.
29. (new) The apparatus of claim 26, where the control module communicates wirelessly with the plurality of video game systems, and the wireless communication is accomplished by an element selected from the group consisting of: a radio frequency (RF) transmitter and receiver, and an infrared (IR) transmitter and receiver.
30. (new) An apparatus, comprising:
- a control module comprising an arcade control for a video game, the control module structured to be compatible for use with a plurality of video game systems selected from the group consisting of: a MICROSOFT XBOX, a SONY PLAYSTATION, a PC-based computer system, a MACINTOSH computer system, and a combination of two or more thereof.

31. (new) The apparatus of claim 30, where the arcade control comprises at least one element selected from the group consisting of: a button, a joy stick, and a combination of two or more thereof.
32. (new) The apparatus of claim 30, where the control module communicates wirelessly with the plurality of video game systems.